

# DAVID SCHARTON

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## SUMMARY

Army Veteran with 16+ varied media and analytic experience, aiming to integrate his base skills in photographic and written documentation with his design and intelligence expertise to create innovative and intriguing products. Skills sets range from a combination of motion, AR/VR, UX, and immersive design to flawless multimedia and illustrative products.

## EXPERIENCE

### Multimedia Storytelling Instructional Assistant

August 2021 – May 2023

S.I. Newhouse School of Public Communications at Syracuse University – Syracuse, New York

- Taught fundamentals of multimedia production to approximately 15 college undergraduate students at a time.
- Training included video editing, storyboarding, brainstorming, pitching, audio collection/editing, basic motion graphics/animation, foley, and color editing.
- Assisted and mentored students in creating narrative media, such as Broadcast News, Fictional stories, and PSAs.
- Assisted five different professors and collectively 160+ students.
- Additional responsibilities included grading/administering quizzes, evaluating video projects, and maintaining an attendance log. Developed learning opportunities for students, such as motion graphics and animation exercises, voiceover training, and advanced video editing.

### Graphic Designer

July 2020 – July 2021

Intrepid Solutions – Arlington, Virginia

- Provided UX/UI input and graphic support while producing daily presentational multimedia.
- Collaborated with fellow designers in all phases of production from concept to publishing, using PowerPoint with Adobe Illustrator and Google Earth.
- Maintained a graphic and communications database of 10+ years of multimedia material and conducted archiving and asset retrieval.
- Developed/ printed analog material, such as signs, posters, name tags and banners, as requests arose.

### Intelligence NCOIC

June 2020 – Present

Maryland Army National Guard – Adelphi, Maryland

- Within the Maryland Army National Guard (MDARNG), operated as the Non-Commissioned Officer In-Charge (NCOIC) of the Intelligence section of the unit.
- Operated as an intelligence liaison during three different training exercises between U.S. Command and foreign nation.

### Senior Graphic Designer

December 2019 – February 2020

ICESS – Suitland, Maryland

- Developed innovative products while staying within the organization's brand identity, such as information graphics, presentations, and publications.
- Collaborated with fellow staff to determine project scopes, user interface/experience format, and design media solutions that incorporate a strategic view.
- Adept in project management, exhibit design, creative team leadership, and all encompassing graphical interfaces.

### Graphic Subject Matter Expert (SME)

February 2019 – December 2019

TIME Systems – Arlington, Virginia

- Operated as the SME on Army intelligence graphics and assisted in the implementation of graphical user interfaces and presentational media.
- Provided media products such as illustrations, charts, infographics, and placemats, using PowerPoint and Photoshop.
- Conducted media consultations, custom design and artwork, large format printing, and abstract design.
- Provided presentational and instructional graphics production and materials that relied on knowledge and experience in Military Intelligence and supplied technical expertise in Visual Information (VI).
- Completed 64 projects involving intelligence media and public affairs support

## Cyber Intelligence Analyst

March 2017 – February 2019

Metronome – Fort Belvoir, Virginia

- Operated in a full-time 24-hour environment, providing Support Services to Cyberspace Operations in support of the US Army.
- Produced 15 Intelligence Summaries (INTSUMs) providing relevant cyber threat articles.
- Managed, conducted, and oversaw the preparation, production, review, and submission of 630 Cyber Threat Reports (CTRs) and associated 811 Requests for Further Information (RFIs) using SharePoint, Microsoft Word, and Email correspondence.
- Conducted peer reviews for 326 CTRs drafted by other contractors and supplied feedback to increase proficiency.
- Produced documentation templates for 5 different malware suites associated with WannaCry ransomware.
- Recognized and operated as the Subject Matter Expert and Point of Contact on Threat Reports and aided in the development of and revision of internal Standards Operating Procedures.
- Created and published 10 evaluations of classified reports included in produced threat reports.
- Maintained knowledge of Advanced Persistent Threats, state, and non-state sponsored cyber threat actors, including their tactics, techniques, and procedures, historical activities, and targets.
- Conducted open-source research to identify commercial exploits or vulnerabilities requiring DCO actions.
- Assisted in the updating of over 300 back logged RFIs.
- Created a Triage Battle Rhythm to be included in the G23 CTR SOP document.

## Unit Public Affairs Representative

February 2017 – June 2020

Maryland Army National Guard – Towson, Maryland

- Assisted the Maryland Army National Guard (MDARNG) Public Affairs Officer with photographic and video support.
- Documented 20+ training and public affairs events in communicative support of the MDARNG.
- Maintained and conducted the complete production cycle on all multimedia products and files, to include conceptualization, editing, modifications, corrections, and exporting.

## All-Source Intelligence Analyst

April 2016 – March 2017

Mission Essential Personnel – Arlington, Virginia

- Responsible for producing intelligence products to meet planned or tasked production requirements.
- Worked in conjunction with collection managers to establish persistent analyst collector interaction to develop refined collection nominations to improve the efficacy of overt collection balanced against a scarcity of resources.
- On a daily basis, coordinates with multiple teams on time sensitive products.
- Initiated, maintained, and disseminated daily reports based on incoming data from a variety of teams.
- Created Standard Operating Procedures (SOPs), User Guides and sourcing materials for various Battle Rhythms.
- Compiled over 50 daily briefing packages for joint morning review to be published the next day, derived from incoming submissions each morning.
- Maintained a graphics tracker, logging the status and completion of over 300 CJCS product graphic requests.
- On a daily basis, produced over 700 sourcing slides derived from source packets.

## Video Editor

February 2016 – July 2016

GS5 (Contract) – Reston, Virginia

- Developed innovative communications products and designs.
- Collaborated with other communications and public affairs staff and government personnel of multiple nations, to determine a project scope.
- Produced digital UX/UI layouts that possessed clear focus, theme, and message for intended audiences.
- Edited military videos in support of training and combat/battle analysis, using Adobe Premiere Pro.

## Watchlist Analyst

August 2015 – December 2015

The Buffalo Group – Reston, Virginia

- Analyzed and evaluated reports gathered from a wide range of data sources, using pattern of life, GEO Metadata, and network analysis, through the use of various databases and query tools.
- Researched, exploited, organized, prioritized, produced, and disseminated information to applicable intelligence databases. Determined the credibility, value, significance, and relevance of information from different data sources to produce clear, concise, and prompt analytical products and packages.
- Produced prompt and intelligence analysis in support of warfighters and decision makers.

## All-Source Intelligence Analyst

December 2014 – June 2020

Maryland Army National Guard – Towson, Maryland

- Operated as a team lead within the Maryland Army National Guard, responsible for 2-3 junior Soldiers.
- Developed and processed sensitive analytical reports under tight deadlines based on incoming intelligence sources.
- Conducted all-source analysis of data to produce intelligence reports to brief upper management, informing current

status of organizational resources, capabilities, intentions, and networks.

- Evaluated and analyzed all-source data and scenarios in preparation of organizational mission requirements.
- Conducted training for fellow soldiers, reviewing standard policies and protocol, including future missions and tasks.

### All-Source Intelligence Analyst

May 2013 – December 2014

U.S. Army – Fort Drum, New York

- Presented monthly briefs to command, highlighting unit concerns and updates. Assisted in setting up, organizing, and maintaining over 300 analytical records and files.
- Obtained, analyzed, or evaluated relevant information from various resources, such as law enforcement arrest reports.
- Maintained 5 sub-organization intelligence databases containing over 300 personnel files and security information.

### Combat Photographer/Videographer

August 2009 – April 2013

U.S. Army – Fort Meade, Maryland

- Documented training exercises and events in support of the Army.
- Developed, produced, and maintained a database of 500+ multimedia/admin files, using Microsoft Office Suite.
- Produced, developed, and maintained a portfolio of 3000+ multimedia files, covering 25+ projects.
- Converted analog/digital footage into promotional/training material using Adobe Premiere, Aftereffects, and Photoshop.
- Storyboarded, scripted, recorded, and edited 25+ interviews during events, both public and official.

### Combat Photographer/Videographer

July 2008 – July 2009

U.S. Army – Camp Yongsan, South Korea

- Conducted documentation and communication support for 30 large-scale, public, and field training exercises in support of the Army and organizational needs at the corporate level, using Nikon DSLR and Sony ENG cameras.
- Managed pre-and post-production tasks in the Visual Information Support center, such as reviewing and logging tape footage, conducting spot edits, color correction, and final render and exporting.
- Developed, organized, and managed 40+ classified multimedia projects under strict deadlines.
- Edited and converted raw footage of 30 public events and training exercises into quality promotional videos and montages using Final Cut Pro and AVID.
- Captured and produced 3000+ digital photographs using Adobe Photoshop and Lightroom.
- Conducted/edited 25+ interviews during 15 live events using Final Cut Pro and AVID video editing software.

## EDUCATION

### Multimedia, Photography, and Design, Master of Science

July 2021 – June 2023

S.I. Newhouse School of Public Communications at Syracuse University – Syracuse, New York

- Pivoted my civilian career from 2D Media Production and Graphic Design and decided to focus more on Motion and Immersive Design.
- Learned Motion Design, VR Videography, AR/VR Design and UI/UX Design.
- Engaged in various projects such as creating scenes in Unity, conducting 360-degree interviews to watch on VR, recreating 3 different front pages of real sites, creating two multi-page websites from scratch that are currently up (<https://www.DavidScharton.com> and [After-Serving.Org](https://www.After-Serving.Org)), a detailed three-page spread and front page for a fictional magazine, and various conceptual pieces for mobile app designs.
- Created various Motion Design elements for a non-profit farm, as part of a design workshop in 2022.
- Worked in a UI/UX team to recreate the interface of a website for a local non-profit sports organization as part of a design workshop in 2023.

### Intelligence Operations, Associate of Applied Sciences

December 2012 – April 2013

Cochise College – Sierra Vista, Arizona

- Switched my MOS from Combat Photography/Videography to All-Source Intelligence.
- Developed the essential skills of analysis and database organization.

### Combat Photography and Video Production, Certificate

November 2007 – July 2008

Defense Information School (DINFOS) – Fort Meade, Maryland

- Upon enlistment into the U.S. Army, I immediately attended my Advanced Individual Training (AIT) for my Military Occupational Specialty (MOS) – 25V. The technical term is Combat Documentation Production Specialist.
- While attending DINFOS, I established my familiarity in photography and video production and built my interest in it from then on.
- Learned multiple types of photography, including portrait, documentation, journalistic, and multi-camera shoots.
- In video production, my studies concerned combat documentation.

- Studied multiple writing styles, to include professional, research, business, technical, and creative.
- Began forming my expertise in attention to detail and multi-tasking while balancing a full academic workload.

## SKILLS

- **Adobe CC:** Photoshop, Premiere Pro, Illustrator, Aero, XD, AfterEffects, Media Encoder, InDesign, Audition
- **Project Management:** Slack, SharePoint, Miro, Microsoft Office Suite
- **Design:** Blender and Unity, Figma, Sublime Text, HTML/CSS, Webflow, Wix
- **Media Production:** Final Cut Pro, AVID, ENG/DSLR Cameras

## ADDITIONAL PROJECTS

### **After-Serving.Org**

December 2022 - Present

- Conceptualized, designed, and created a non-profit website devoted to sharing stories from U.S. Military Vets and their various struggles adapting to civilian life after leaving the military.
- Includes photos and photogrammetry to explore as well as an ability to view the videos and media in either Augmented Reality or Virtual Reality as well as view additional military resources.
- Implemented the designs in Webflow and supplementally HTML/CSS and additional coding.

### **Hash House Harriers – Designer/Manager**

February 2019 – February 2020

- I took over as the manager of the group as well as the designer for any merchandise.
- Created two T-Shirt designs, a towel design, and designed/produced various event ID tags and stickers.

### **Military Demo Reel**

January 2015

- Created a demo reel for my work as a combat photographer/videographer.
- I created it in Adobe Premiere Pro, and it can be found on my YouTube channel (see top of page 1).